

>WEAR

You just
of it. Fine

>GO SO

Your Be
This gro
luxury
a Es
a a

UNIFORM

You're a fourteen-year-old
boy getting ready for
your first day at Pope
Innocent III, one of the
most repressive high
schools in the city. You
decide to give yourself a
mohawk.

Now you have to earn it.

>OPEN

You open

>TAKE

You lift
your th
it over

>USE S

Once it's
hold it
gripped
shave the
small one

Cause enough shit and
you'll win the respect of
your peers and collect
enough punk points to
escape the suburbs.

Play it online or download
it for free at
nomediakings.org/punk-points

This booklet is comprised of
uncompiled code from the
computer game **punk points**
written by **JIM MUNROE**
SCOTT WATERS added pixels
and glue.

to do something to balance out the primness

punk points

might not be pretty, but it's got the ultimate
privacy. On the negative side it's also got
of your wretched physicality every time you

a medium-sized, pimply faced man-child with
a face not even Cyndi Lauper could love.

holding an electric shaver.

hold it in your grip almost reverently, placing
Its cord uncoils and hangs in the air as

you slide the button and the shaver snaps
the vibrations buzz through
you put it to the side
And another The
make a

mohawk.

points for that!

switch it off and return it to the cabinet. As you shut
the mirror is the hair defiantly greasy, the acne now



the national anthem goes on, you hear muffled.

8: IF
heard
disc

"^With
close
from

anthem
~general

"^the

dull)

}

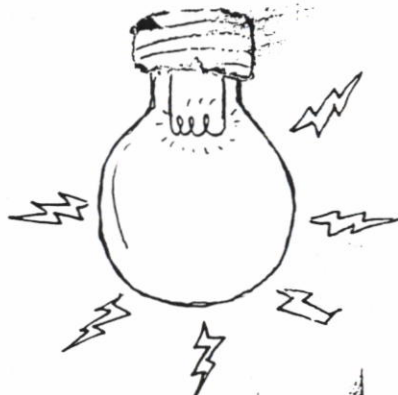
orders

[; default: "to talk to people.
].

has animate proper scenery transparent;

object boys "boys" school_gymnasium
with name "other" "boys" "students".
description

"they are a group and are hard to see"



muffled but

"the national anthem goes on,
"you hear muffled (but still
gym.";

2: IF (player in school_gymnasium)
anthem stumbles towards a
it still discernibly dull) ~music~

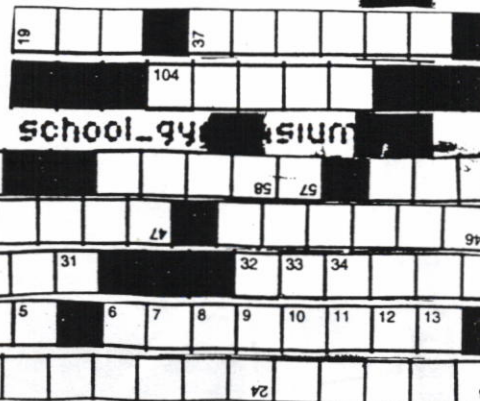
school_gymnasium) (give self ~general;"the national
the boys on the wall, who stand.") give self
y dull) ~music~ from the gym.";

12: IF (player in school_gymnasium)

13: IF (player in school_gymnasium)
hear muffled (but still discernit

gym.";

14: IF (player in school_gymnasium)



⊕ ○ ○ ○ ○ ● ○ ⊕
object matthews "matthews"
with name "brother"

"man" description

"he's flying on auto-pilot, this one -- he barely seems to be able to keep his eyes open".

has animate

object pennants "pennants" school gymnasium

with name
description "lawn dart

gymnasium

"codger" "principal" "old"

"pennant"

gionals 1971

"pennants".



room detention "the detention room"
with name "detention",
description

"it's a classroom that evokes the feel of an interrogation chamber without resorting to a single bare bulb. there's a blackboard and a large teacher's desk. All except a few of the desks have been removed, and Jack is one of them. the other boy is mophead, who gives you a vacuous grin."
before I ask: if (noun="pannus") "not the place to chitchat, with pannus standing
go: if (db="u") "not until you give me what I've asked for," pannus says.";

S-to "pannus swiftly cuts you off.";

object bible "bible" detention
with name "bible".

description "it's
Jackson is copying out for the du
classic punishment which teaches
book."

new testament
his detention time
dislike of the holy

has someone;

